MINI

ADVENTURE COMICS

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Labyrinth of Legend

THE THIRD CHALLENGE

ISSUE 8

THIS ADVENTURE STARS **YOU**

This comic cannot be read like an ordinary comic. The pages have numbered panels which tell you part of the story before asking what you want to do next. Decide how you want to continue the story and then go to the panel you have chosen WITHOUT READING ANY OTHERS. The adventure can end in several different ways, so don't worry if you fail at first - just try again!

My domain contains many dark and dangerous levels, each inhabited by fearsome and frightful creatures from the realms of fantasy. For your third challenge you must enter one of the most dangerous - the Labyrinth level. Here you will find the heroes and monsters of Greek mythology. The Labyrinth was built for me by Daedalus, the Greek inventor who built the famous Labyrinth at Knossus in which was housed the fierce MINOTAUR.

At the centre of this dreadful maze lies the object of your quest, the Lyre of Orpheus. When played this magical instrument will banish war and want from the world of man. Great glory awaits anyone who can retrieve the lyre, but those who fail will remain lost forever in the Labyrinth of Legend.

Turn to panel 1.

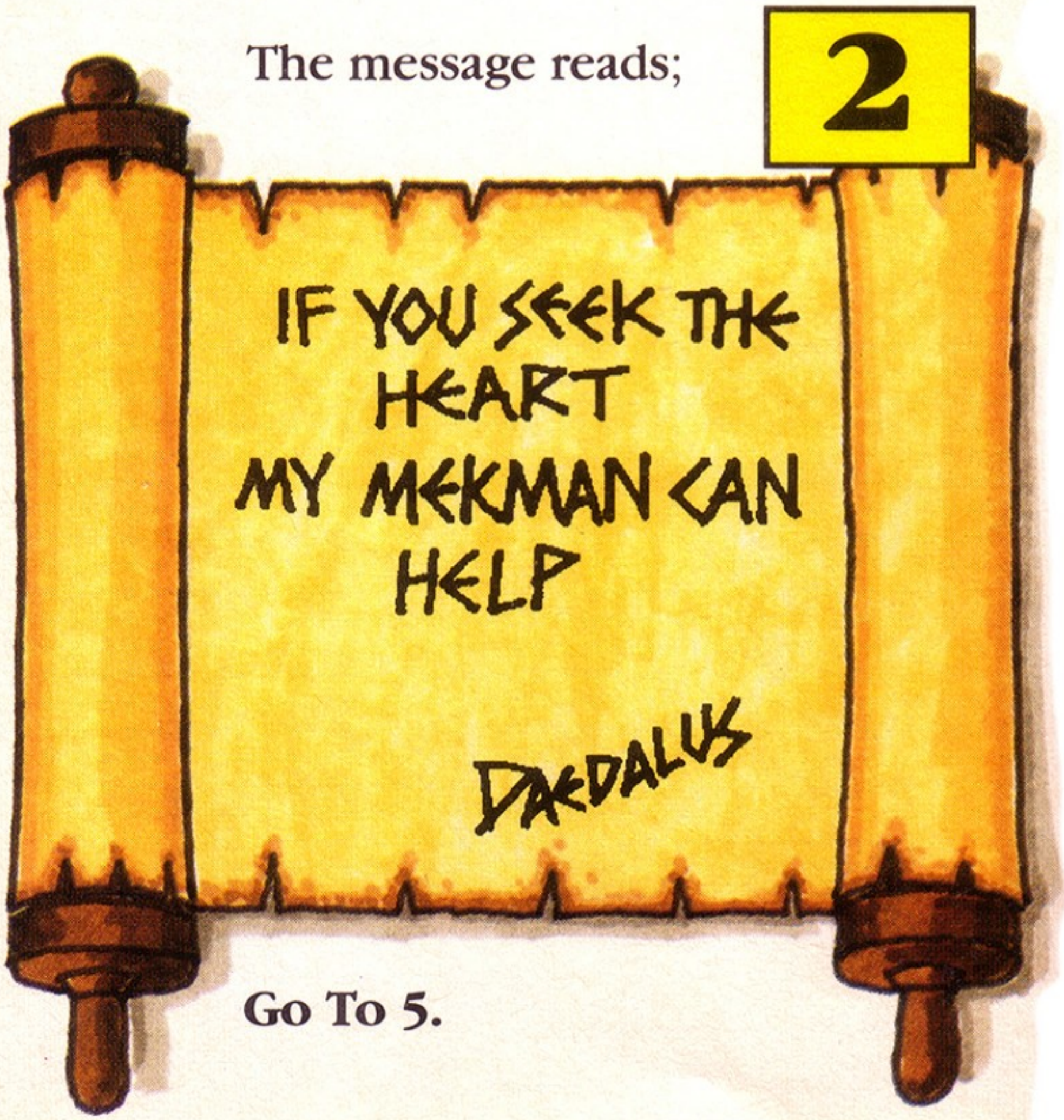
You step through the entrance to the Labyrinth and find you are at a 'T' junction.

1

If you take the left path, go to 14.
If you take the right path, go to 8.

The message reads;

2



Go To 5.

You go back to the entrance and take the left hand corridor.

3

Go to 14.

"You travel the correct route," grinds the voice of the mechanical man. "But to pass through the dragon's lair you must wear the Helmet of Hades to make you invisible". It holds out the helmet to you.

4

Take it and go to 20.

5

Now you can either go back the way you came.
Go to 3.
Or go through the other door, go to 16.

6

As soon as you take the apples, the dragon awakens. It cannot see you but it begins to blast the chamber with it's fiery breath. You manage to escape, but the helmet falls from your head and is lost.

Now go to 19.

7

"I am Heracles,"he booms, "the strongest man in the world! What are you doing in the Labyrinth my little friend?"

If you ask him the way to the centre go to 36.
If you ask him what he is doing here, go to 38.

8

You walk through the twisting and turning corridors before coming to a door.

If you pass by the door, go to 27.
If you open the door, go to 21.

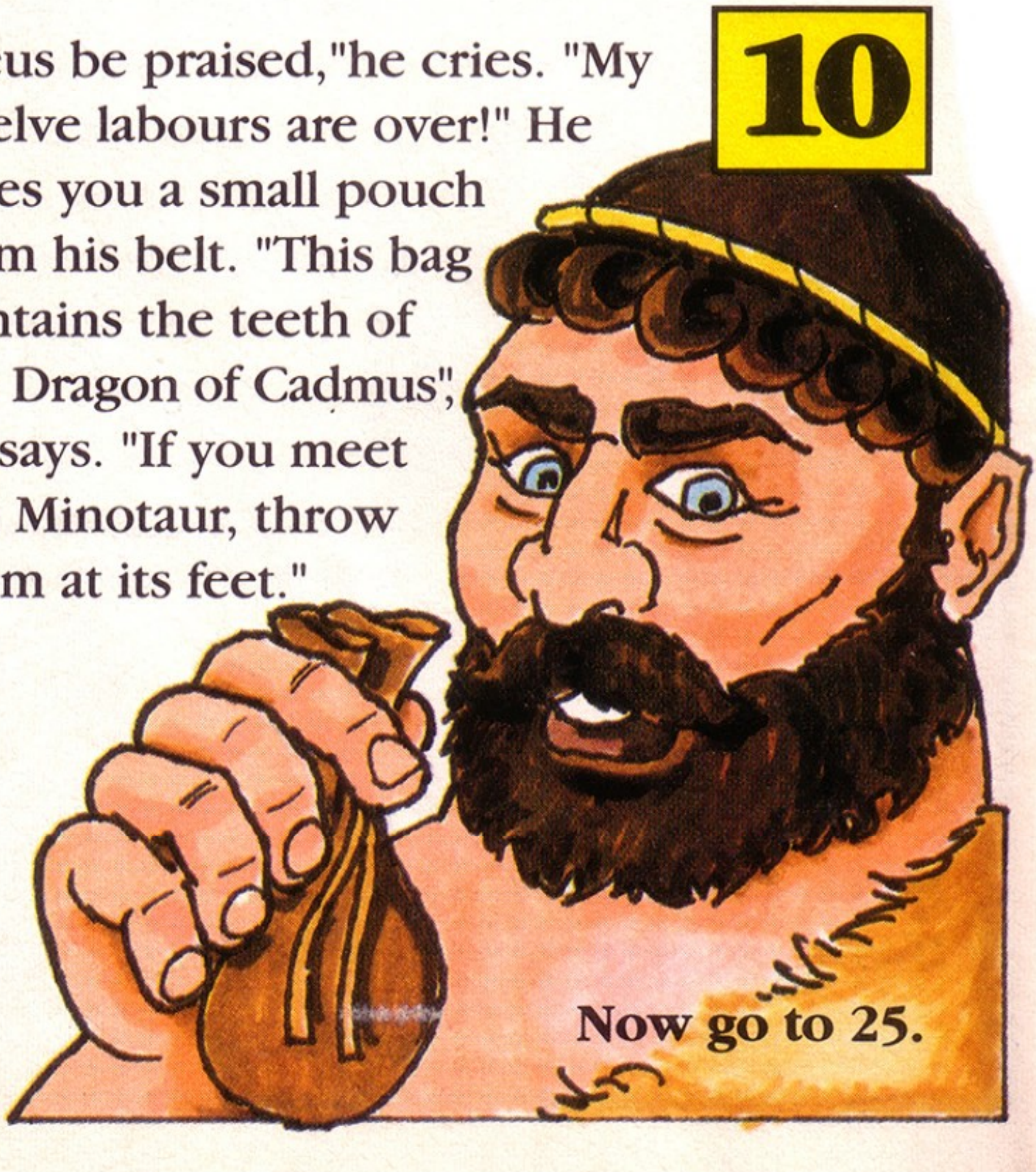
9

You set off through the cavern. On your left you see the entrance to a large cave. From deep inside you see a flickering light.

If you hurry past, go to 41.
If you decide to check it out, go to 23.

10

"Zeus be praised,"he cries. "My twelve labours are over!" He gives you a small pouch from his belt. "This bag contains the teeth of the Dragon of Cadmus", he says. "If you meet the Minotaur, throw them at its feet."



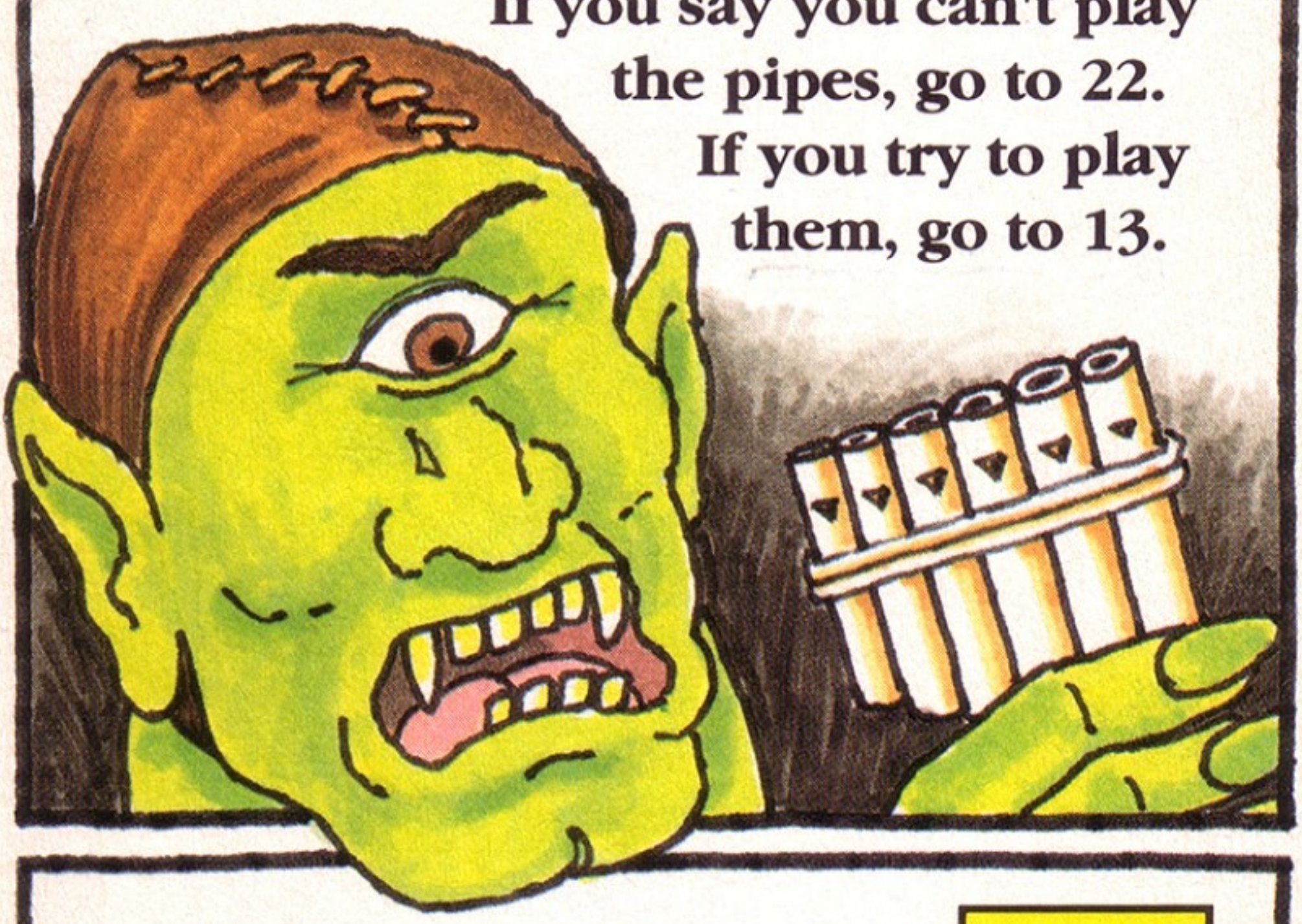
Now go to 25.

11

"Another of those cursed Argonauts, eh?" he shouts. "Well I'm feeling hungry and unless you can play for me on these Pan Pipes, I'll have you for my dinner!"

If you say you can't play the pipes, go to 22.

If you try to play them, go to 13.



12

You show him the coin. He lets you onto the boat and ferries you across the lake. You give him the fare and continue your quest.

Go to 9.

You blow on the pipes and to your surprise they start to play the most beautiful, restful music. Slowly the eye of the Cyclops closes and soon he is fast asleep. Taking the magic pipes you leave the cave.

Go to 41.

14

As you walk along the corridor you hear a metallic clanking noise coming towards you. Suddenly around the corner appears the figure of an armoured Spartan warrior.

Go to 37.

15

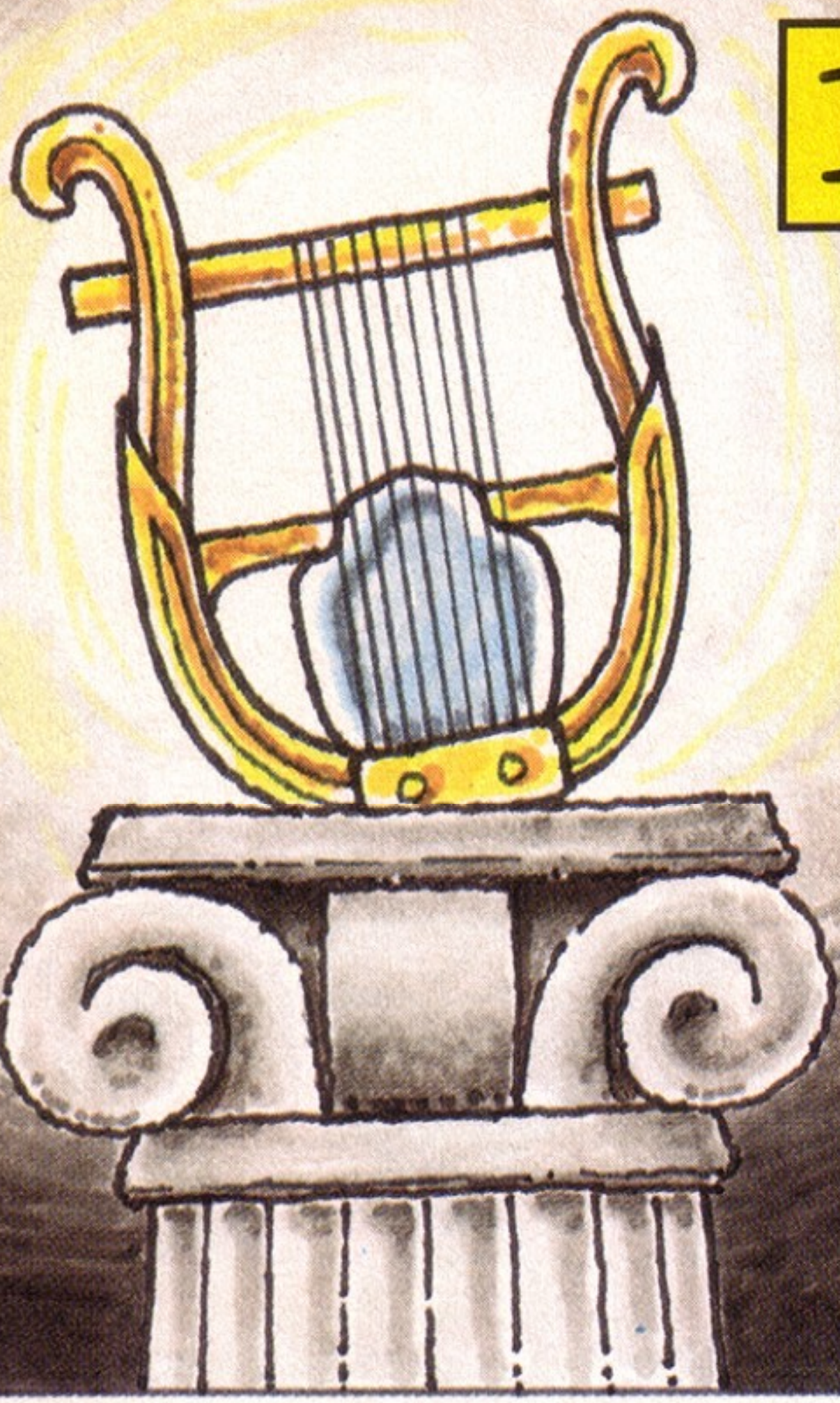
You play on the magic pipes and the dragon falls into a deep sleep. Quickly you leave the chamber.

Go to 19.

16

Leaving the room you continue along the corridor. Eventually you come out into a large cavern containing an underground lake. There appears to be no way forward.

If you go back the way you came, go to 3.
If you look around to see if there is a way to cross the lake, go to 31.



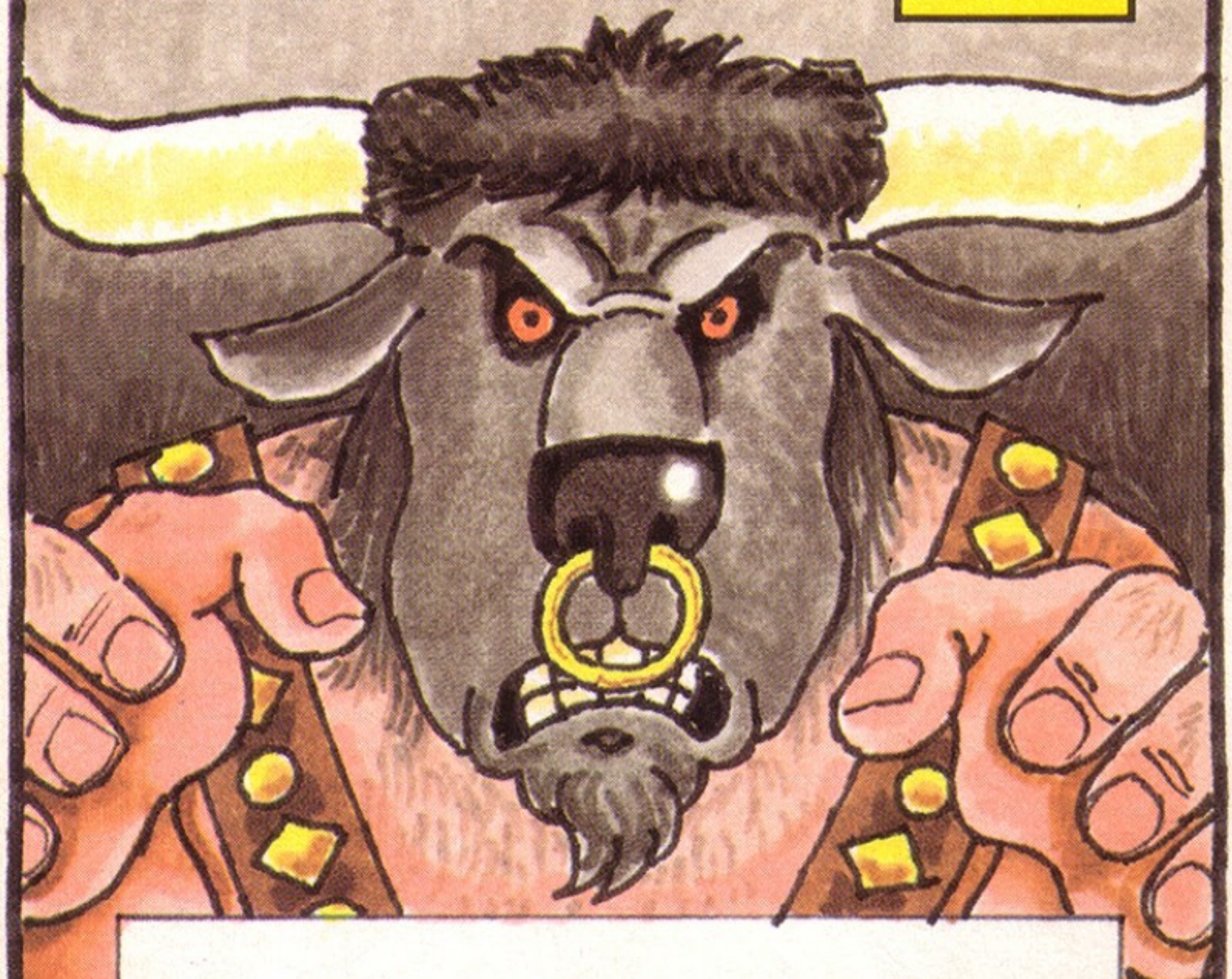
17

Suddenly the corridor ends and you see you have reached the centre of the Labyrinth. There before you is the Lyre of Orpheus, the object of your quest.

Go to 26.

The Minotaur reaches out to grab you in its strong arms.

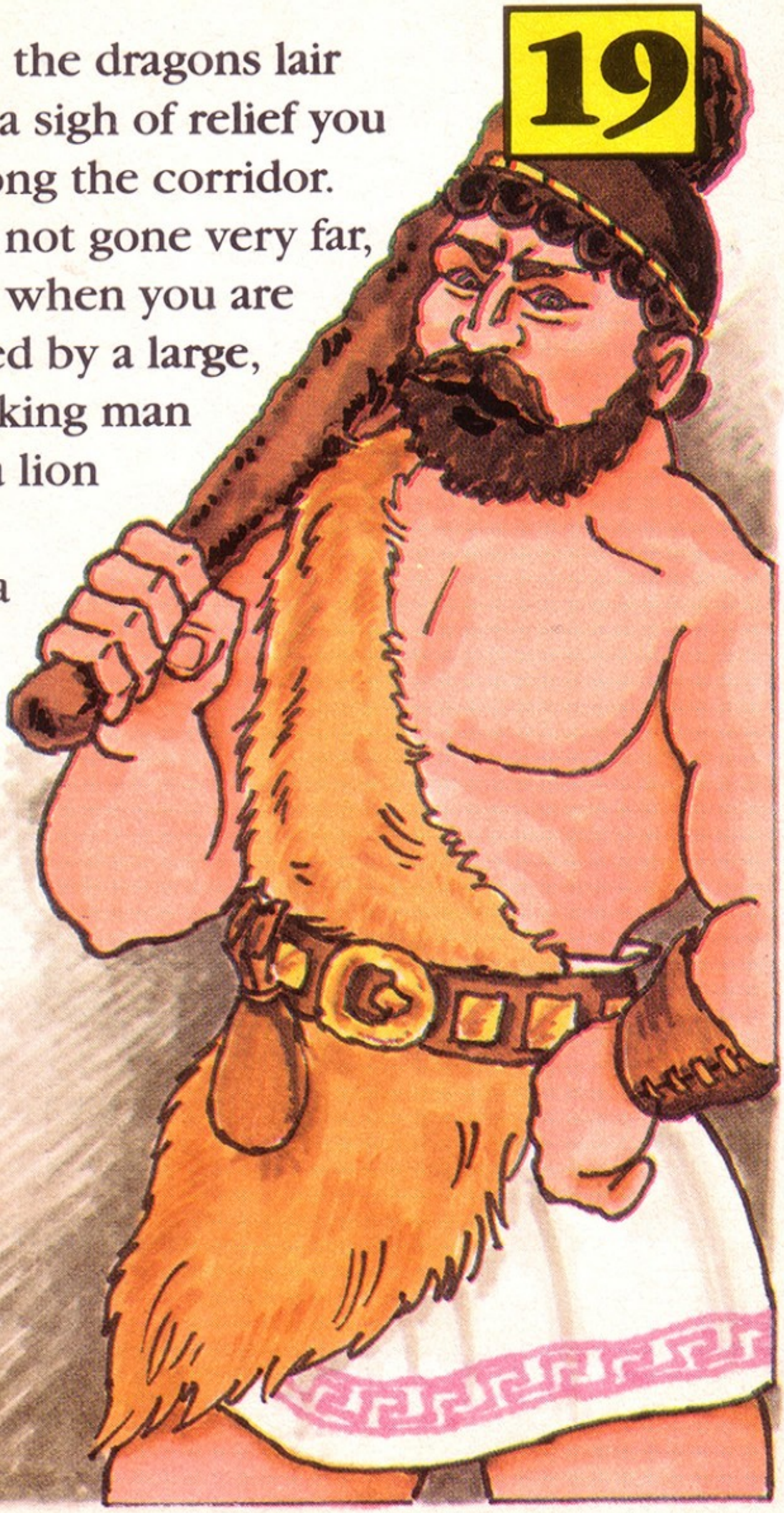
18



If you have Theseus's sack, you can go to 44.
<u>Or</u> if you have the dragon's teeth, you can go to 24.
If you have neither your adventure has reached its end.

THE END

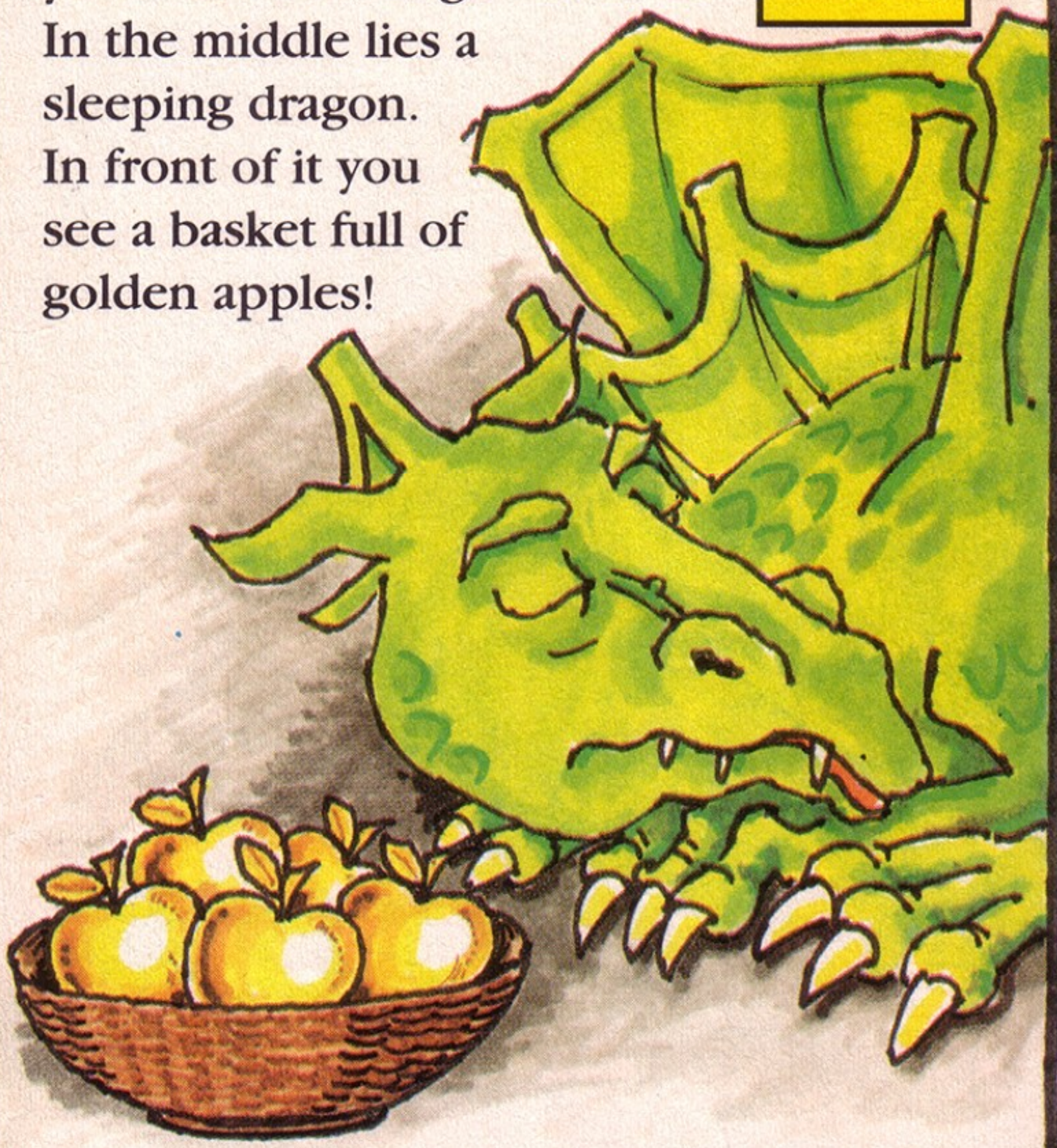
You leave the dragons lair and with a sigh of relief you set off along the corridor. You have not gone very far, however, when you are confronted by a large, fierce-looking man wearing a lion skin, and carrying a great wooden club.



Go to 7.

20

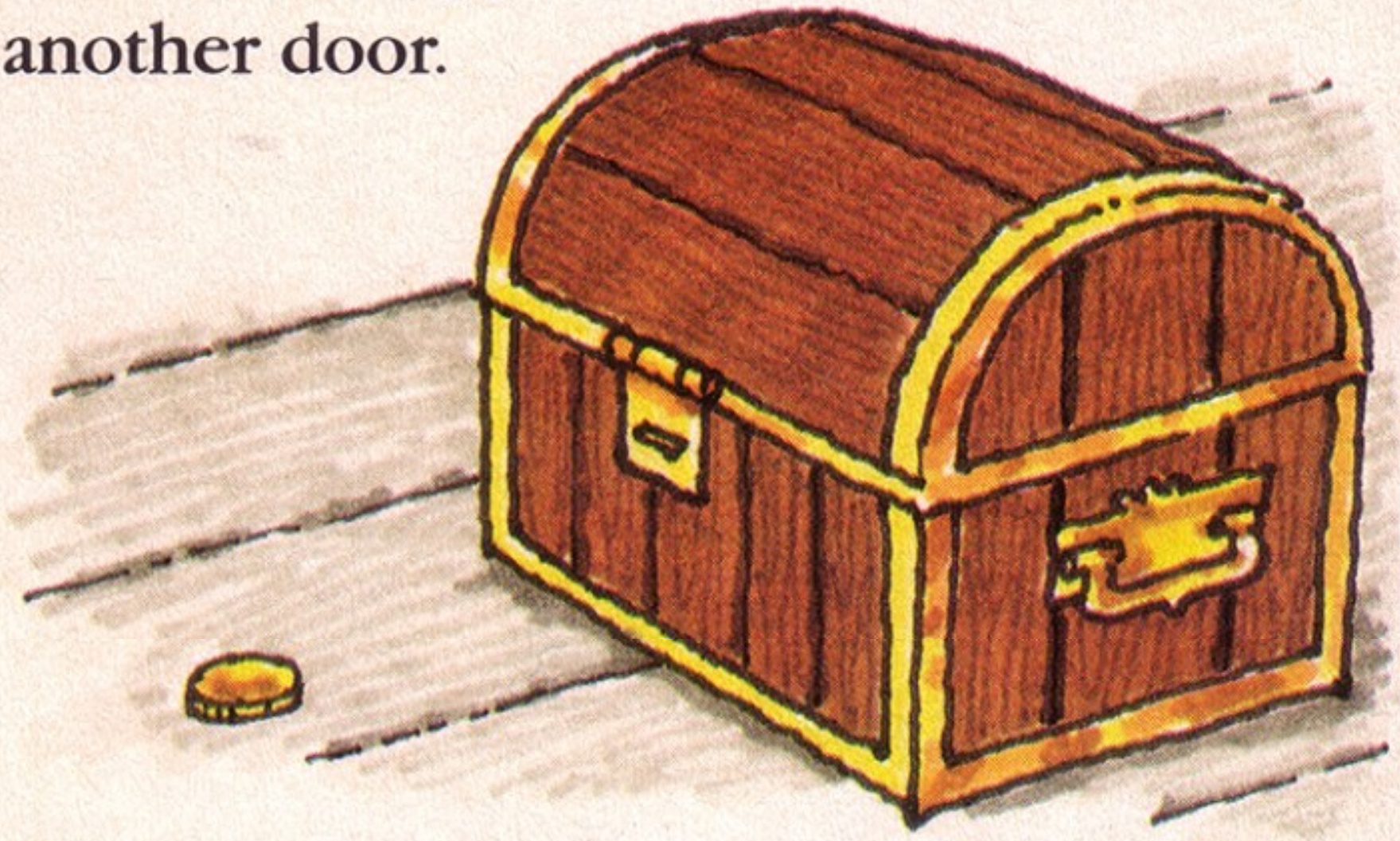
You walk for a while before you come to a large chamber. In the middle lies a sleeping dragon. In front of it you see a basket full of golden apples!



If you have the Helmet of Hades, go to 35.
If you do not, go to 43.

21

You enter a small room. On a table you see a box and a small coin. Opposite you is another door.



If you open the box, go to 32.
If you leave the box and take the coin, go to 28.
If you leave both items, go to 5.

22

Well you could have tried!
It could not have been worse than being eaten for dinner by the Cyclops!

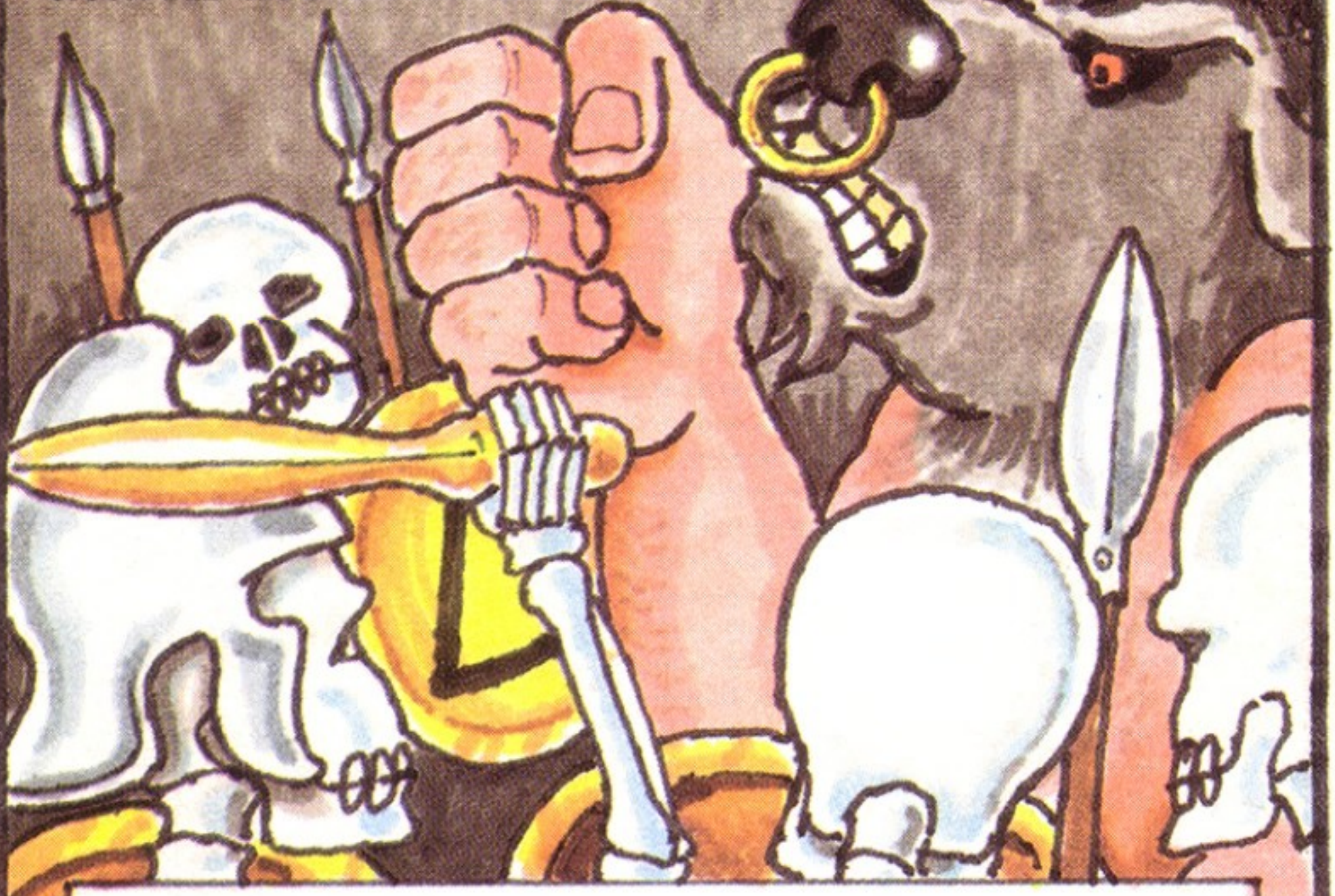
THE END

You enter the cave and before you is the figure of a one-eyed giant. It is the Cyclops! With a gleeful cry he grabs hold of you!

Go to 11.

You open the bag and throw the teeth at the feet of the Minotaur. Instantly each tooth changes into a skeleton warrior. They leap forward and attack the Minotaur!

24



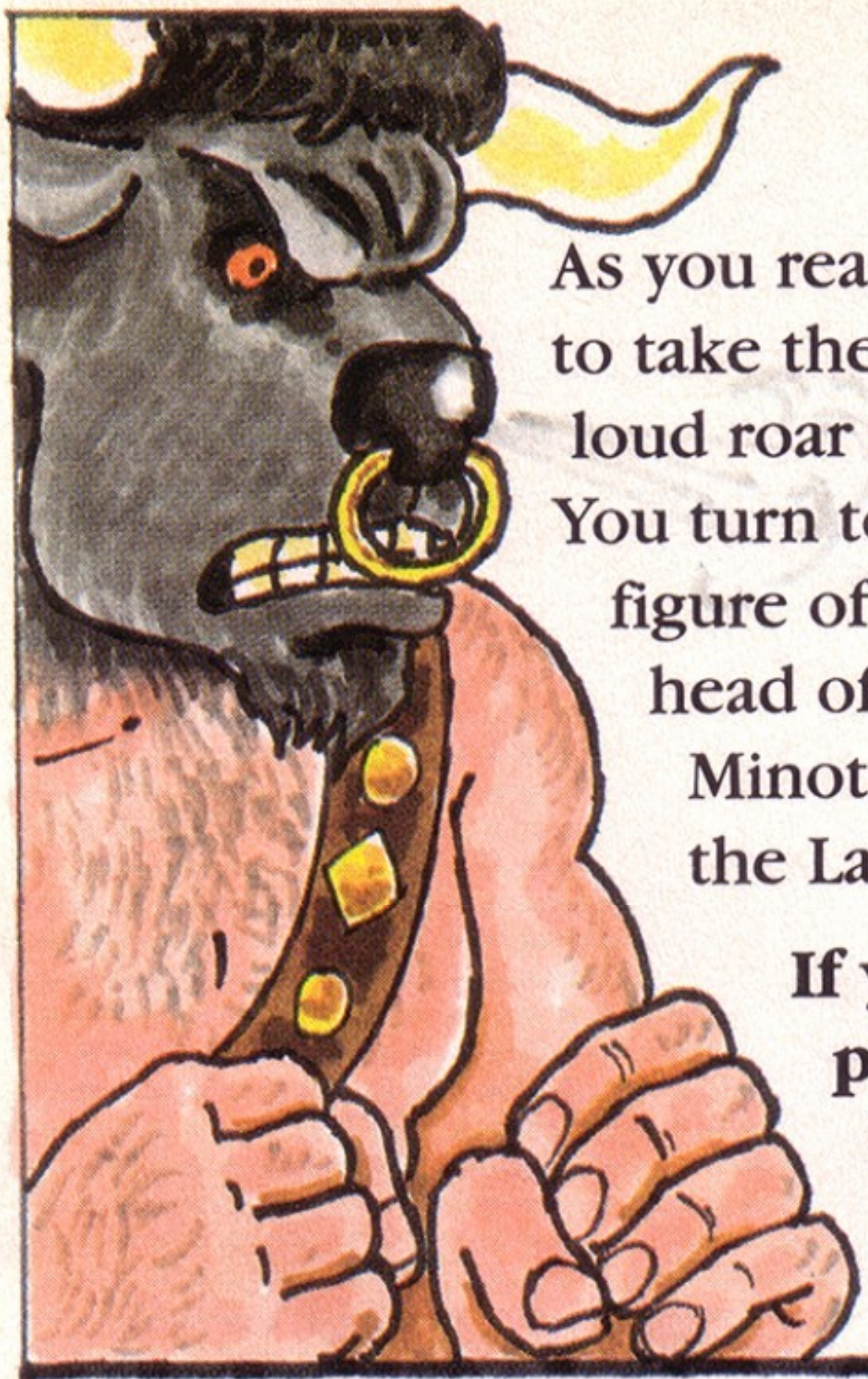
You take this chance to run from the room and escape from the Labyrinth. You have survived, but you have not succeeded in the Masters third challenge.

THE END

25

You walk along the corridor for some time before coming across a strange looking stone statue. At its feet lies a leather sack.

If you pass by, go to 17.
If you pick up the sack, go to 34.



26

As you reach out to take the Lyre there is a loud roar from behind you. You turn to see the gigantic figure of a man with the head of a bull! It is the Minotaur, guardian of the Labyrinth!

If you have the pipes, go to 30.
If you do not, go to 18.

27

Finally the corridor opens into a large cavern containing an underground lake.
There appears to be no way forward.

If you go back the way you came, go to 3.
If you look for some way across, go to 31.

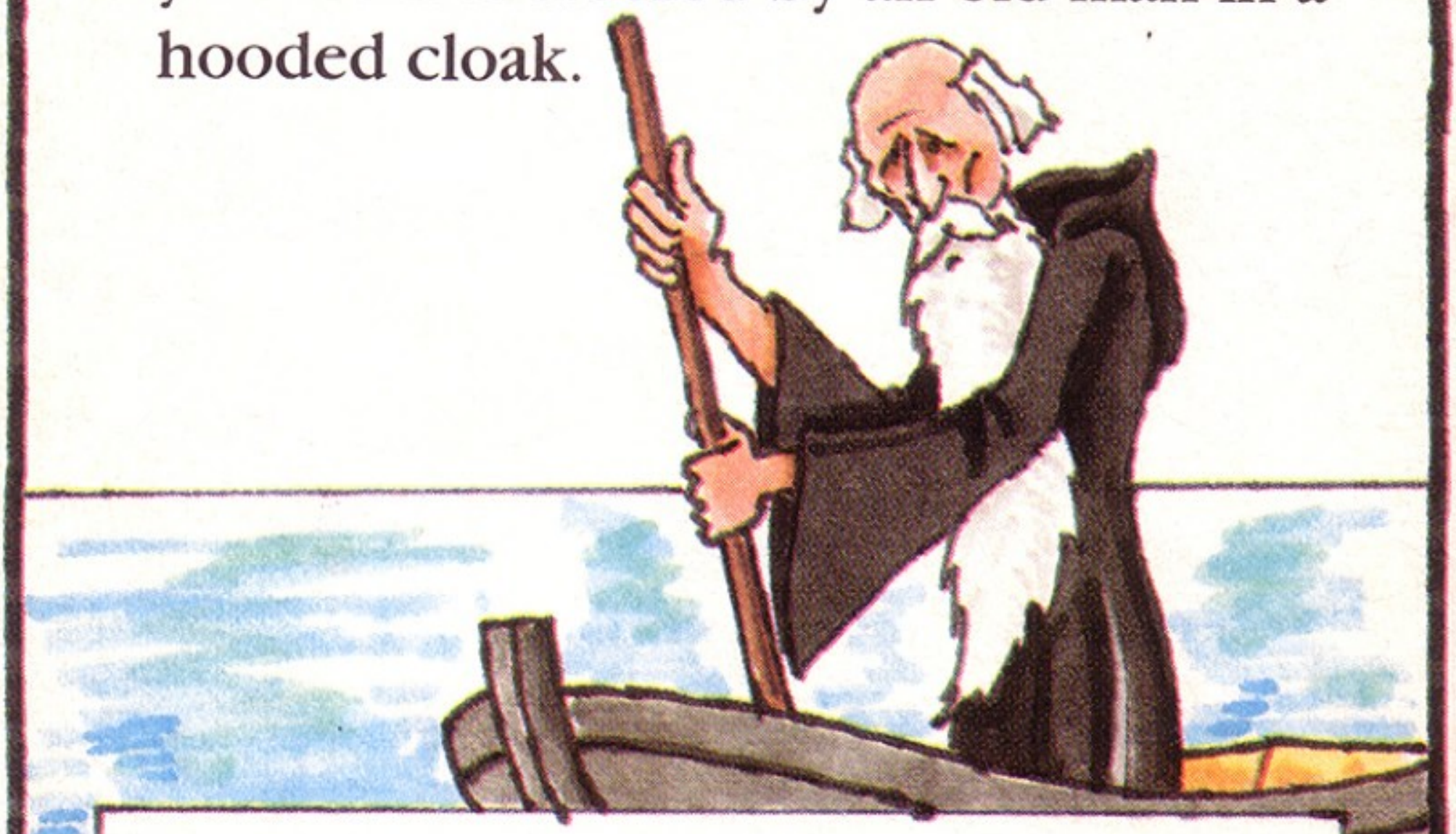
You put the coin in your pocket

Now go to 5.

28

From the other side of the lake a small boat appears. As it comes towards you, you see it is steered by an old man in a hooded cloak.

29



If you leave quickly before it reaches you, go to 3.
If you wait for the boat, go to 33.

You play the pipes but their music does not quieten the Minotaur. With a great roar it rushes towards you!

If you have the dragon's teeth, go to 24.
If you do not, go to 18.

31

You accidentally kick a small rock which falls into the still waters. It makes a loud splash that echoes around the cavern. Great ripples on the surface of the lake make you wonder if you have disturbed some monster that lives there.

If you leave and head back up the corridor, go to 3.
If you wait to see what happens, go to 29.

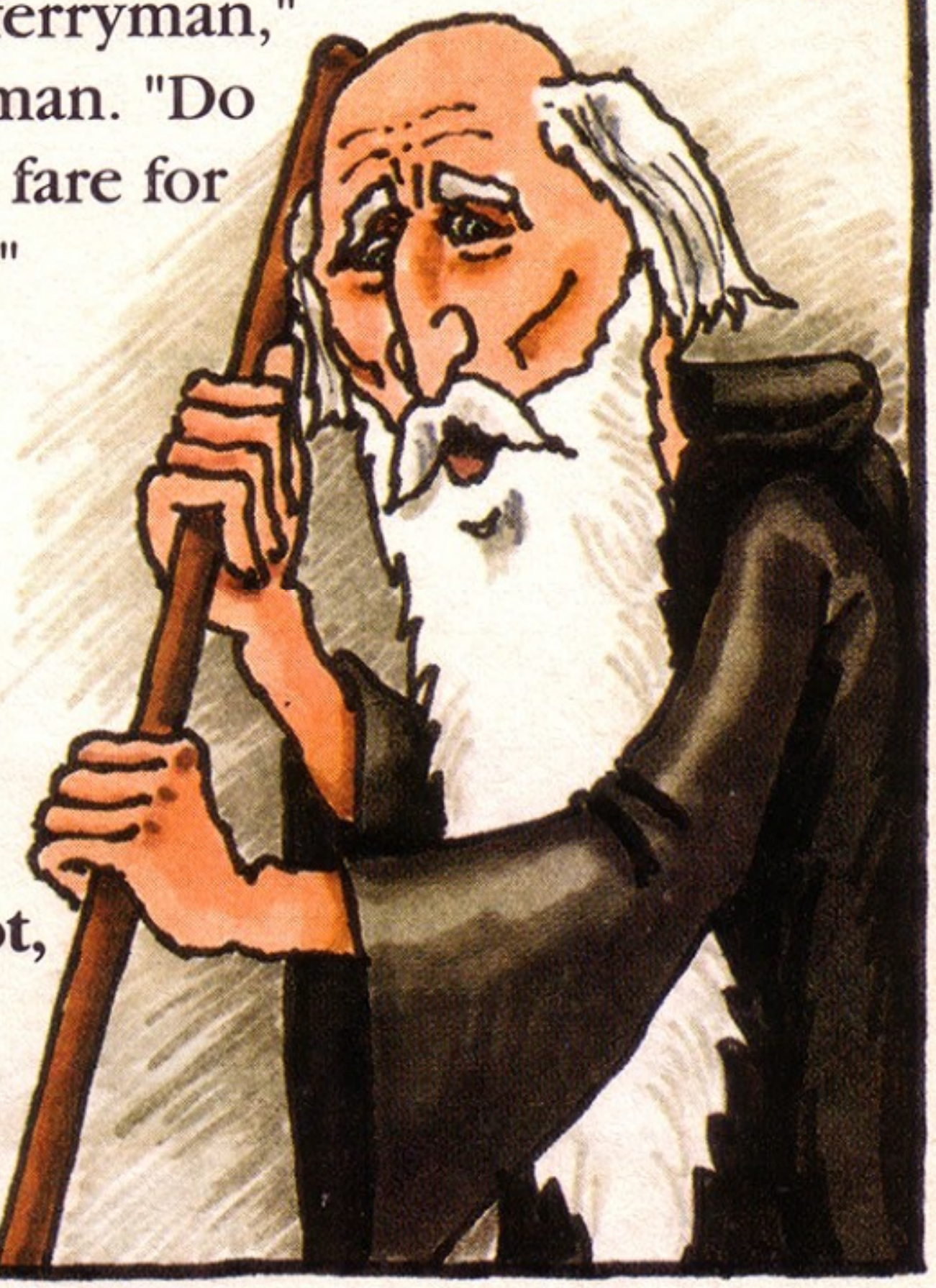
32

Inside the box is a small scroll.

If you take it out and read it, go to 2.
If you leave it where it is, go to 5.

33

The boat stops just a little way from the shore. "I am Charon, the ferryman," says the old man. "Do you have the fare for the crossing?"



If you have a gold coin, go to 12.
If you do not, go to 42.

34

If you open the sack and look inside, go to 41.
If you put it over your shoulder and continue your journey, go to 17.

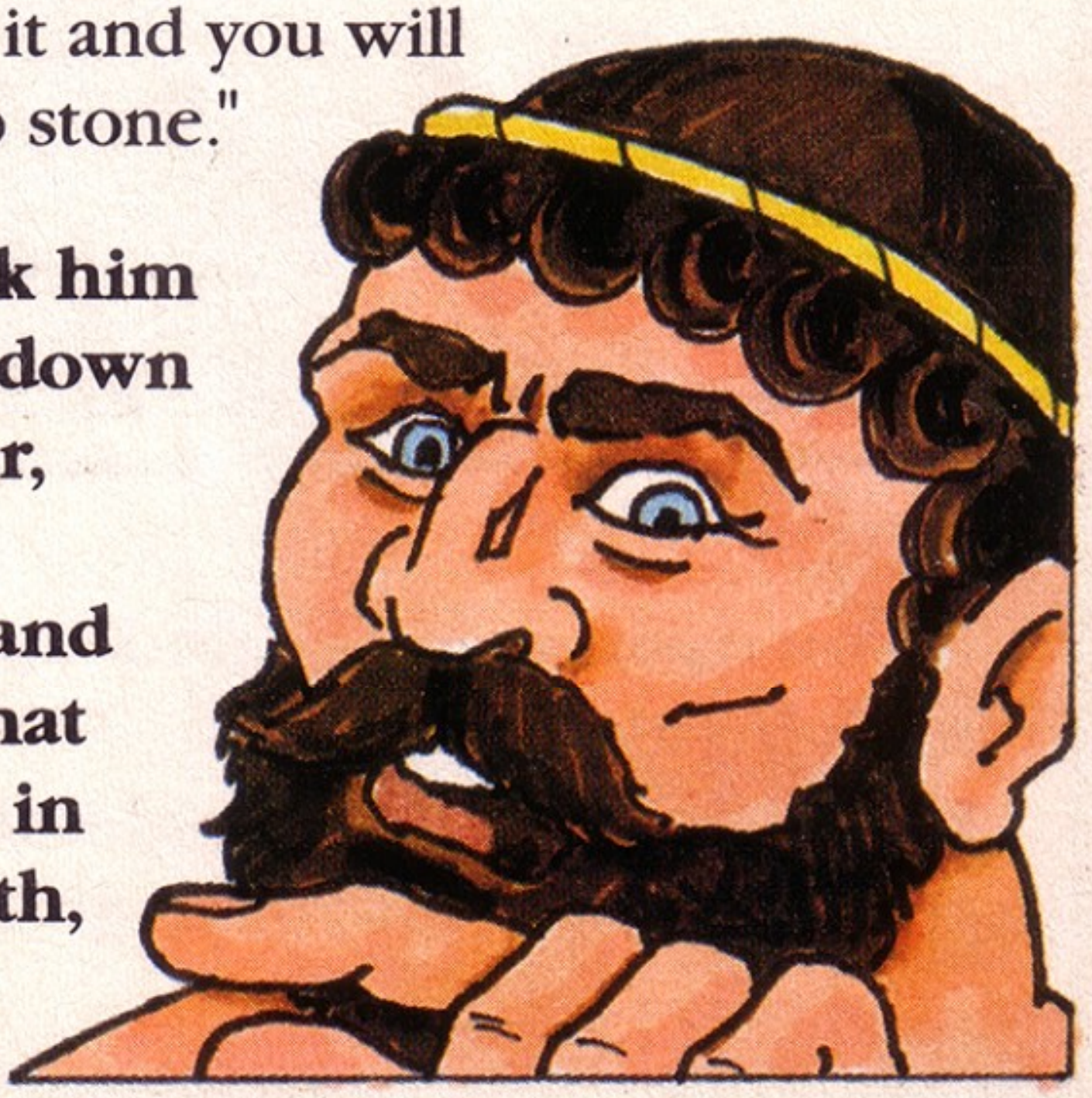
You put the helmet on and cross the chamber.

35

If you pick up the apples as you pass, go to 6.
If you do not, go to 19.

"It is this way," he says, pointing down the corridor. "But beware, for somewhere along there lies a bag containing the head of Medusa, the gorgon killed by Theseus. One look at it and you will be turned to stone."

36

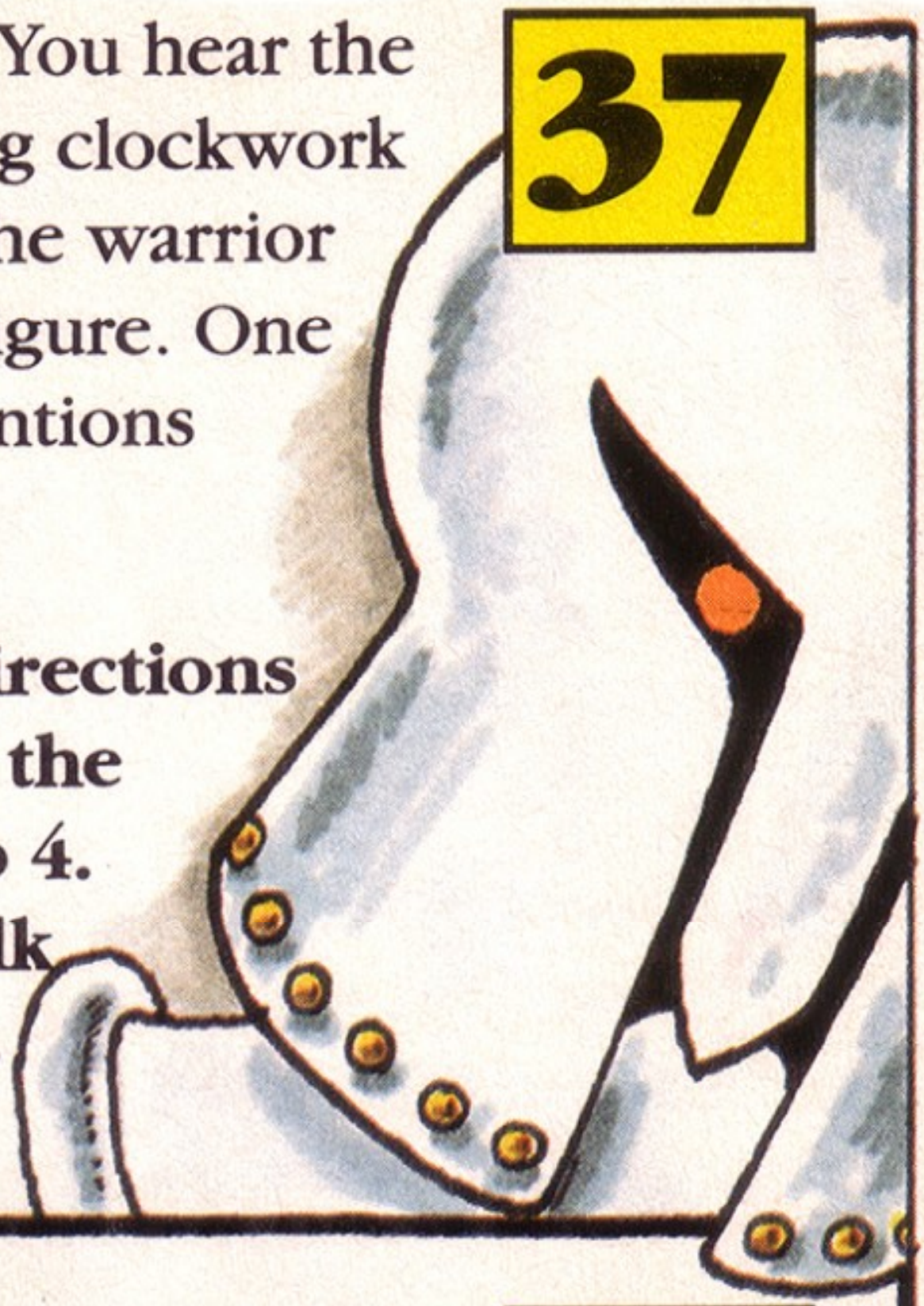


If you thank him and set off down the corridor, go to 25.
If you demand to know what he is doing in the labyrinth, go to 38.

37

The figure halts. You hear the sound of whirring clockwork and realise that the warrior is a mechanical figure. One of the many inventions of Daedalus.

If you ask for directions to the centre of the Labyrinth, go to 4.
If you try to walk past it, go to 20.



38

"I seek the golden apples of the Hesperides," he answers. "I must find them and take them to King Eurystheus."

If you have the golden apples and want to give them to Heracles, go to 10.
If you do not have them, or want to keep them, go to 25.

Immediately you touch the basket, the dragon awakens!

39

If you have the pan pipes, go to 15.
If you do not it is

THE END

40

Inside is the head of Medusa, the Gorgon! It is too late you remember that anyone who looks at the face of the Gorgon is turned to stone!

THE END

41

You enter yet another corridor and begin to walk along it.

Go to 20.

42

You tell him you have no money. "Then you cannot cross," he says. Slowly he turns the boat and steers it back to the other side of the lake. Now you must go back the way you came.

Go to 3.

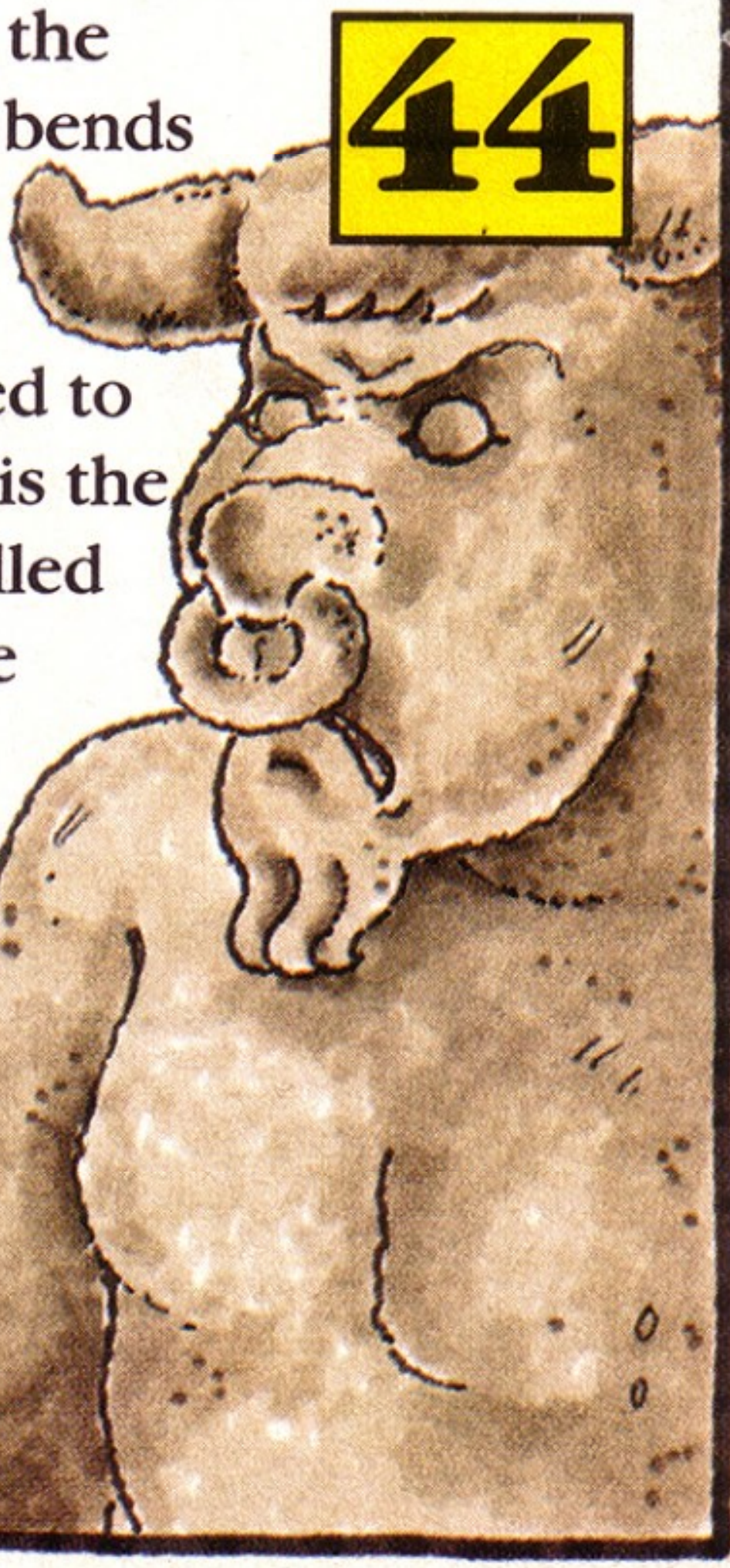
You tiptoe quietly across the chamber.

43

If you decide to pick up the apples as you pass, go to 39.
If you leave them, go to 19.

You throw the sack at the Minotaur. Stopping, it bends down and opens it and looks inside. Immediately it is turned to stone! Inside the sack is the head of the Gorgon killed by Theseus. Taking the Lyre of Orpheus you leave the Labyrinth of Legend having succeeded in your third challenge.

44



THE END

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